

MediaShow

MediaShow

Introduction

MediaShow is a program for creating presentations on your Amiga that consist of still pictures, animations, music, sound effects, and text. You use other programs to create pictures, animations or music; **MediaShow** allows you to orchestrate these effects in a smooth-running, continuous show. **MediaShow** uses patented software technology to load data files from disk at just the right time while continuing the presentation, so that every event in the presentation is perfectly timed. Because everything is disk-based, the length and complexity of a presentation is limited only by the size of your hard disk(s). **MediaShow**'s ability to show animations, play music and load new events all at the same time gives you the edge in any kind of presentation, from slideshows to music videos. You just tell **MediaShow** when to perform each new event - whether it's a picture, animation, sound effect or whatever - and it takes care of the rest.

To create and edit your presentations, **MediaShow** uses a simple "time-line" display that lets you click and drag to mark out the start and end time of each new event. Different types of events are displayed on different "tracks" in the time line - the video track, sound track, and so on. You can easily change the start time or duration of existing events by simply clicking and dragging with the mouse. Using the time-line, you can easily specify instructions to **MediaShow** like, "Play the animation 'Bouncing Pie Charts'".

twenty seconds into the presentation and have it end exactly ten seconds later.", or "Play sound effect 'Breaking Glass' when picture 'X' is displayed". You can overlap different kinds of events, for example, showing an animation and playing music or a sound effect at the same time. The time line makes it easy to synchronize the start or end of a piece of music with a visual effect.

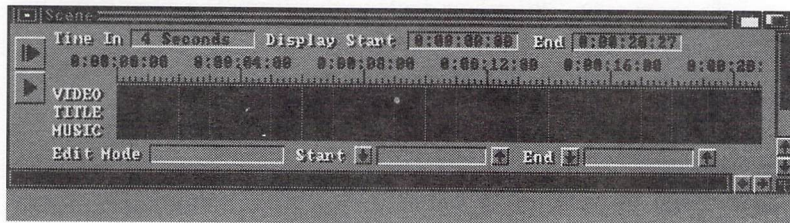
This manual will show you how to use *MediaShow* to put together a presentation. Since *MediaShow* builds presentations from graphics and sounds that have already been created, you will need data files in order to work with the program. Some examples of such files are provided on your *MediaShow* disk, and are used in the manual's tutorials. You should have your computer and *MediaShow* package available as you go through the manual, since it is easiest to learn the program in a "hands-on" fashion.

In order to create a presentation, you must have already created files containing the kinds of data used by the program: IFF-format pictures, animations, music and sounds. There are a large number of software products available that let you create these effects: paint programs, 3-D rendering and animation programs, music programs, sound digitizers/editors, etc. Since almost all programs on the Amiga can use the IFF file-format standard for these kinds of data, just about any graphics or sound program can create files that can be used directly by *MediaShow*. Other products that can help you in building your presentations are graphic clip-art packages containing full-screen pictures, and special fonts for creating titles using *MediaShow*'s video titling capabilities.

Brief Tour

This section will briefly introduce you to the various components of the **MediaShow** screen, before you learn the details of using the program.

After running the program, you will see the **MediaShow** main screen with the "Scene" window right near the top. The screen's drag bar is still accessible above the top of the window.



The Scene Window

The Scene Window is a regular Amiga-style window, so you can drag it, resize it and close it using the standard gadgets in the window's border. This window is the main "nerve-center" of the program: it contains the time line, which graphically shows the start and end time of each event in the presentation. The time line consists of several *tracks*, each occupying a different row in the time line. Each track contains events of a different type: video, title, music or sound. The numbers across the top of the time line show the time interval at various point in hours, minutes and seconds.

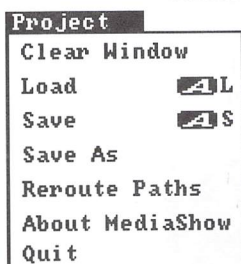
Since a presentation can be of any length, you can display any part of the presentation within the displayed time line by using a "scroll gadget" in the bottom border of the window to move to a new part of the presentation. In other words, the time line can display any portion of a presentation.

Other than the time line, the Scene Window contains other indicators and controls that help you create your presentation. Of particular importance are the "play" buttons that let you show the presentation in its current state.

Menus

When creating or editing a presentation, most of the controls are found on the Scene Window and other windows. Some commands, however, are accessed using standard Amiga pull-down menus.

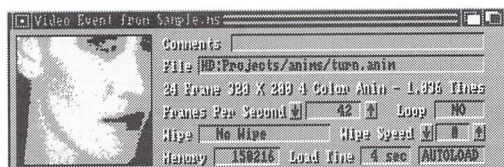
MediaShow uses two menus: Project, and Edit. To select a menu item, hold the right mouse button down, then move the pointer on top of the menu name that appears in the screen's title bar (the strip at the top of the screen). The menu items for the selected menu will instantly appear below the menu name. Still holding the mouse button, move the mouse pointer over the desired menu item and release the button. The menu items will disappear, and the selected operation will take place.



The Project menu is used for dealing with entire presentations (the presentation is your "project"): you can load a presentation, save one, start a new one, or quit the program. The Edit menu deals with editing the events in a presentation you have already created.

Event Windows

When you add an individual event to the presentation, like an animation or sound effect, a special Event Window appears for that event, opening up near the bottom of the screen. Each different type of event has a different Event Window. The event window displays information about the event chosen, and lets you change



some of the characteristics, or parameters, of the event. For this reason, Event windows are also called *Parameter windows*. Whenever you create a new event, or select an existing event on the time line, the

Event Window for that event appears. Only one event window for a given presentation is open at a time; when you select a new event, the current Event Window will close before the new one opens.

The File Requester

The File Requester appears whenever you need to select a file. Choosing a file is very important in *MediaShow*, since the animations, pictures, music and sounds that are used for the events of a presentation are all stored as disk files. (The files were created with various other software programs.) For example, when you first add a "video" event, the first thing that appears is a file requester, so that you can choose the file containing the still picture or animation that you wish to use for the event.



Creating a Show

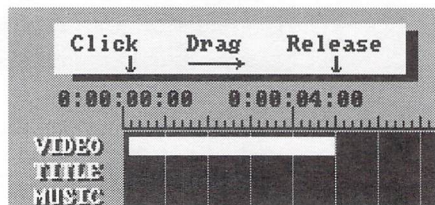
In this section, you will learn how to create a simple presentation using some of the sample files on the disk.

Adding an Event

The show will start with a still picture that will form a kind of "title page" for the presentation. To add the event, we simply mark it out on the time line, then select the picture from the File Requester:

- Move the mouse pointer to the beginning of the time line, in the black area just to the right of the word "VIDEO", and hold down the left mouse button. Still holding the button, move the mouse pointer to the right (moving the mouse while holding the left button like this is called "dragging"). The area you are moving across is indicated by a red bar. Drag the red bar over to the five-second mark and release the mouse button (the second markers are shown above the time line - five seconds is the mark just after "0:00:04:00"). You are now adding a five-second video event to the start of the presentation.

- The File Requester appears; now you choose the file for the video event. Select the file "title.pic" from the "Tutorial" drawer on the *MediaShow* disk. To select a file in the File Requester, choose the device name



from the gadgets below the list of files, then locate the file by clicking on the appropriate drawer names in the list (first "*MediaShow*", then "Tutorial", in this case). The files in the selected drawer will be displayed; select a file ("title.pic") by clicking on it, then click the "OK" gadget on the bottom left of the requester. The video event has now been created, and the file name is displayed in the event bar in the time line.

- The Video Event window appears, displaying information about the picture selected, as well as a scaled down representation of the picture. This window lets you select different effects and make other changes to the event. In this case, no changes are needed - you



have finished putting in a video event at the start of the presentation.

You can close the Video Event window by clicking the Close gadget on the top left corner of the window.

This will have no effect on the presentation, but will simply remove the window, making the display less cluttered and completely revealing the Scene window.

Building the Presentation

So far, the presentation consists of a single still picture that is displayed for five seconds. You can add more video events after this one in the same way. Video events can be animations (using standard IFF animation files) or still pictures; the events are created in exactly the same way.

- Add a second video event by clicking and dragging to create a new event bar just to the right of the first one, dragging this one out to the 15-second mark. Select the file "Demo.anim" in the "Tutorial" drawer. A new Video Event

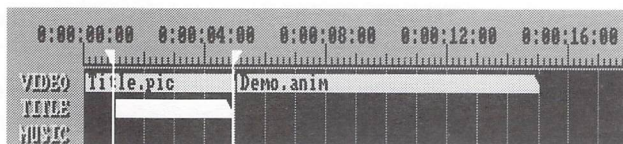


window will replace the first one, showing the parameters for the animation.

Adding titles

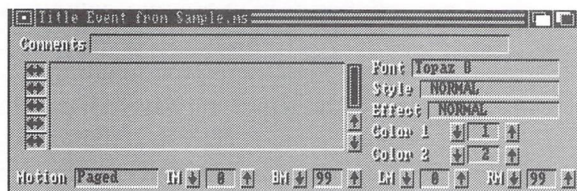
You have seen how easy it is to put pictures and animations into a presentation, now we will try another type of event: video titling.

- Add a four-second event in the "TITLE" track by clicking and dragging a bar in the black area to the right of the word "TITLE", under-



neath the first video event. Begin this event at around the one-second mark, rather than starting at the very beginning. You should make this event end just at or before the end of the first video event - you can see clearly on the time line where this occurs.

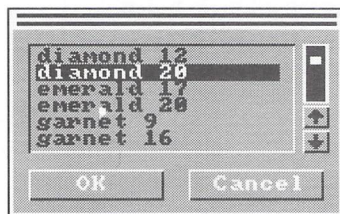
- The Title Event window will appear (see picture). You work with this window to enter the text for the video title and set various parameters like text style, special effects, color, etc.



- The large empty box on the left side of the window is where you enter the lines of text for the video title. To enter the first line, click on the first blank line near the top of the box with the mouse, and type the first line of text. For this example, type "**MediaShow** is EASY!", and press RETURN after you enter the text.

- Enter the second and last line of the text message: "Video Titling is FUN!", pressing RETURN again.

- Select a nice, big font for the message: click inside the box next to the word "Font" near the upper right of the Event window. A font requester will appear to help you choose a font. Select "Diamond 20" from the list by clicking on it, scrolling through the fonts (listed in alphabetical order) using the scroll gadget and arrows on the right side of the requester. Click the OK gadget on the bottom left of the requester after selecting the font.



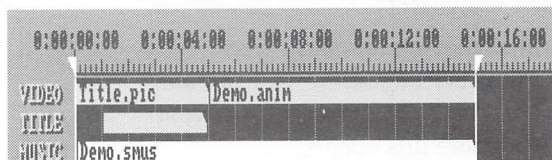
Adding music

Adding music is just as easy as adding a picture or animation: you just drag out the event in the time line, then select the music file (IFF "SMUS" format) using the file requester.

- Click near the beginning of the "MUSIC" track and drag out an event the entire length of the presentation, all the way to the end of the last video event.

- From the file requester, select the file "Demo.smus" from the "Tutorial" drawer. The Music Event window will appear.

- For music events, you have to tell *MediaShow* where to find the instrument files used in the score. To do this, click on the "Instrument



- Path" box in the Event window, and select the "Instruments" directory from the file requester that appears.

Saving Your Work

While the animations and sounds used in your presentation are stored safely on disk, the *MediaShow* project you're working on has not yet been saved. If you were to quit the program or turn off your computer now, you would lose the work you have done so far, since it is held only in the computer's memory. You should save your work frequently to avoid losing anything in the event of a power failure, or hardware or software failure of some kind.

To save your project for the first time:



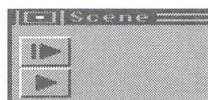
- Select "Save As" from the Project menu; the file requester will appear.

- Choose the destination for the file - the device and drawer - and then type in a name for the file. You may want to give all of your *MediaShow* files a standard ending, like ".ms", so that you can determine their type from directory listings. Enter the name "example.ms", then press RETURN or click "OK" on the bottom left of the file requester.

- When you wish to save the project again using the same name, you don't need to use the File Requester again: just select "Save" from the Project menu. You should get in the habit of doing this occasionally, to avoid losing any work.

Showing the Presentation

To see how the presentation looks so far, click on the top "play" gadget on the left of the Scene Window. The entire presentation will be displayed from the start.



MediaShow will begin by loading data files from disk for a few seconds, then the presentation will begin. Each event will start and end at exactly the time specified on the time line. At first, as the music begins to play, you will see a full-screen graphic; this is the still picture used in the first video

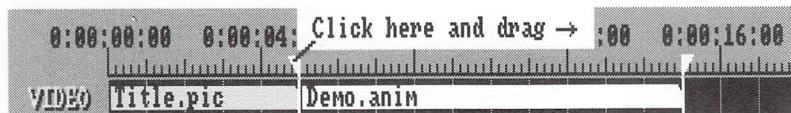
event. After a short time, some text will appear over the picture. This is your video title event (the text should look familiar). Finally, the picture and text will be replaced by an animation sequence - the second video event. When that finishes (after the ten seconds or so specified), the main **MediaShow** screen is displayed once again. (You can end the presentation prematurely by pressing the "Esc" key on the keyboard while it is playing.)

If you wish to play a presentation from a specific point onwards instead of right from the beginning, you can use the bottom play button, which means "play from the current event onwards". The current event is the one that's selected, meaning its Event Window is displayed and the event's bar in the time line is lit up in red. To play from any event, just click on the event in the time line to select it, then click on the bottom play button.

Making Changes

The events you have put together on the time line can be easily moved about to change their start times or durations. As an example, let's move the second video event forward in time (making the first event longer in the process), and also shorten its playing time:

- Click on the bar representing the second video event in the time line (Demo.anim); the Video Event window opens, and yellow bars appear on either side of the event in the time line.
- On top of the yellow bars in the time line are "handles" that you can grab with the mouse and drag the event's start or end position with. To make the event start later, grab the handle at the start of the event (click the left mouse button with the mouse over the handle), and drag to the right, further ahead in the time line by about a second; the first event grows longer, and all future events are pushed forward in time.
- Now make the event shorter in duration: grab the handle at the end of the event in the same way, and drag it to the left by a few



seconds, shrinking the time for the event and moving all future events back in time accordingly.

- Try playing the presentation now, noting the longer display of the first event (the title screen), and the shorter time used by the ani-

mation. The animation plays faster now, since *MediaShow* adjusts the playing speed so that all frames in the animation are shown in the time specified.

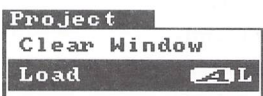
Starting Over

If you wish to work on a new presentation or start again from scratch, you can clear all of the work you have done by selecting "Clear Window", the first item in the *Project* menu. This will clear the window and start you off with a "clean slate", just as when *MediaShow* was initially run. Unless you want to wipe out the current presentation, you should save it before the Clear Window operation.



A screenshot of the 'Project' menu in the MediaShow application. The menu is open, showing two options: 'Clear Window' and 'Load'. 'Clear Window' is highlighted with a dark background and white text.

Selecting "Load" from the *Project* menu also has the effect of clearing your current presentation, replacing it with the *MediaShow* file that you select to load. Again, make sure you save your current presentation before loading a new one, otherwise all the work you did since the last time you saved will be lost.



A screenshot of the 'Project' menu in the MediaShow application. The menu is open, showing two options: 'Clear Window' and 'Load'. 'Load' is highlighted with a dark background and white text. To the right of the 'Load' text is a small icon of a floppy disk.

Another way you can wipe out your current presentation is by selecting "Quit" from the *Project* menu. This exits the *MediaShow* program, removing it from the system. Make sure your presentation is saved before quitting the program! To use *MediaShow* again after this, you will have to re-run the program. Although you can run several programs at the same time on the



A screenshot of the 'Project' menu in the MediaShow application. The menu is open, showing two options: 'Clear Window' and 'Quit'. 'Quit' is highlighted with a dark background and white text.

Amiga, you may not have enough memory to run a large application and *MediaShow* at the same time. If you need to use a paint program to touch up some artwork in a presentation, but you can't run it when *MediaShow* is up because of memory constraints, you can just save the project, quit *MediaShow*, then run the paint program and do your work. When you're ready to work with *MediaShow* again, you quit the paint program, run *MediaShow*, and load in the project you saved.

Editing

Once the events in your presentation are in place, you can manipulate them in a variety of ways, stretching single events or portions of the presentation, shifting events in time, deleting or moving sections of the presentation, and more. All of this editing work is done on the time line, using the mouse and the commands in the *Edit* menu.

Deleting a single event

Any event can be deleted by selecting "Delete event" from the *Edit* menu while the event is selected. The selected event is the one whose event window is currently displayed. To select an event, simply click anywhere on the event's bar in the time line. Once deleted, an event cannot be retrieved; you must create the event in the usual way once again.

Editing modes

You have already learned in the previous section about moving or lengthening events by dragging the "handles" that appear on an event's bar when it is selected. There are three editing modes that can cause different behavior when dragging events, depending on how you wish to change the presentation.

The default editing mode is "Track Insert Mode", which you will probably use in most editing operations. Other editing modes are selected with items on the *Edit* menu. The other selections are

"Move Mode", and "Global Insert Mode". The editing mode currently in use is displayed at the bottom of the Scene window when an event is selected. The difference in the modes is explained below.

Track Insert Mode



Global Insert Mode



Move Mode



Track Insert Mode

The editing mode that is normally used when you drag an event is "Track insert mode". In track insert mode, moving an event (by dragging its beginning), or lengthening it (by dragging its end) will always adjust other events in the same track accordingly.

For example, if you have several video events in your presentation, making the first video event two seconds longer will automatically push all the other video events two seconds later on the time line. Likewise, if you make an event shorter, all future events will be pulled back (earlier in time) by the same amount. The same principle applies when changing the starting time of an event by dragging it by the beginning.

Global Insert Mode

Track Insert Mode only adjusts other events in the same track, so that only events of the same type will have their positions adjusted. Suppose you wanted to increase the amount of time a title was shown in a certain animation sequence, but you did not want to change the synchronization of the various tracks. In other words, you want *all* tracks to increase by the same amount of time, not just the "title" track. For this you would select Global Insert Mode. Global Insert Mode works in the same way as track insert mode, except that all tracks - your entire presentation - are adjusted in time as you change the start time or duration of an event.

Move Mode

Move Mode lets you adjust the start and end of an individual event without changing any other events. If you drag the end of an event, you can change the event's length, but the position of future events will not be changed. If you drag the start of an event, the end of the event does not move as well, as it does in the other modes; only the start of the event shifts, changing the length of the event as well.

Move mode lets you work with single events independently, changing the size of the gaps between events on the same track rather than shifting the positions of the events themselves.

Precise event control

When an event is selected, the exact time of the start and end of the event is always displayed in the

"Start" and "End" boxes in the

Scene window. When you are dragging the start or end of an

event in any of the edit modes, the changing time shows up in yellow. By looking at the yellow time in the start or end box, you can see exact event time more accurately than by just looking at the numbers above the time line.



For fine adjustment of the start or end times of an event, you can change the times directly, without having to drag the event's "handles". The up and down arrows on either side of the start and end boxes let you make small adjustments in the values. Each click of the arrow adjusts the time by 1/10 second (the last two digits in the display, which indicate 1/30 second, change by 3). To make many such small changes, you can hold the arrow down (click and don't release the mouse button), and the increase or decrease will repeat until you release the mouse button.

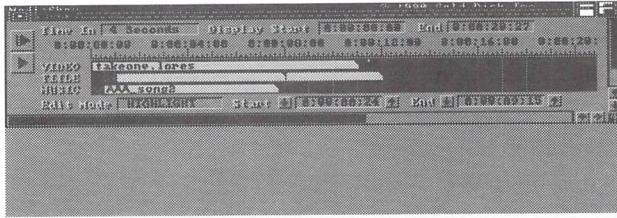
Marked ranges

Cut, Copy and Paste operations

By marking out a range of events on the time line, you can delete, duplicate or move more than one event using the Cut, Copy and Paste items in the *Edit* menu.

To mark a range of events, click the mouse in the time line above the event bars, in the area that indicates the time intervals, then drag to enclose the start of all the events you wish to select. The marked range will be highlighted by a blue background in the time line. All events that start within the blue area are now marked for

future editing operations. In the picture shown, for example, both title events are selected because they begin within the blue marked range, but no other events in the presentation are included.



(The blue highlight in a marked range can be removed without affecting

any events by selecting "Clear Highlight" from the *Edit* menu. This has the effect of "un-doing" a click and drag highlight operation, and restores the display to normal.)

To delete the marked range of events, select Cut from the *Edit* menu. The events will disappear, but they are not gone forever: they are stored in a hidden "Paste buffer" for future use. You can put these events back into the presentation at any position, moving all events in time by an equal amount.

To paste the cut events at a new position, click the mouse in the time interval display above the time line in the same way as you clicked to begin highlighting the range of events. If you click the mouse button and release it instead of clicking and dragging, just a single blue line will appear in the time line instead of a marked range. This line shows where the events in the paste buffer will go when the Paste operation is chosen from the *Edit* menu.

Summary - to move a range of events

- Mark the range of events by clicking and dragging in the time display area above the time line.
- Select *Cut* from the *Edit* menu.
- Click in the time display area above the time line in the new position (the time that you wish to move the events to).
- Select *Paste* from the *Edit* menu.

To duplicate the marked range of events, select Copy instead of Cut, then perform the Paste operation in the same way. The same events will occur at the newly selected place in the presentation.

Scrolling the time line

You are not limited to the few seconds of time that can be viewed at once in the time line display, of course. When adding a new event that ends beyond the currently displayed latest time, you sim-

ply drag beyond the right end of the time line display, and the time line will scroll, moving further in the presentation.



The "scroll gadget" at the bottom of the window shows what portion of the presentation is currently displayed in the time line, and lets you change the position so that you can view and edit a different portion. Just grab the "scroll bar" (the black rectangle inside the scroll gadget) with the mouse and drag it to the left or right to change the displayed position. Moving all the way to the left brings you back to the start of the presentation, and moving all the way to the right brings you a bit beyond the end of the presentation. By going beyond the end in this manner, you can add events to the presentation after all existing events, leaving a gap between the new event and the previous events if you wish.

You can also click to the right or left of the scroll bar (inside the scroll gadget area) to move forward or backward in the presentation by one "screenful", or by the amount of time spanned by the current time line.

Instead of using the scroll gadget to move around in the presentation, you can use the small arrow gadgets on the right side of the scroll gadget instead. Each click of an arrow gadget moves you one second backwards or forwards in the presentation, and holding down an arrow repeats the scrolling motion until you release it.

The start and end times of the portion of the presentation shown by the time line are always indicated in the boxes labelled "Display Start" and "End". When you scroll the time line, these values are updated to show you where you are in the presentation. The values correspond to the time represented by the start and end of the time line in the display.



Vertical scrolling

You will notice that there is also a vertical scroll bar at the right side of the Scene window. The vertical scroll bar lets you see different tracks, or event types, in the time line. The Scene window, at its default size, is tall enough to show three tracks (Video, Title and Music). The "sound" track is not visible in the window, but you can reveal the sound track by dragging the vertical scroll bar down as

far as it will go (or by clicking in the empty area of the scroll gadget, below the scroll bar).

You can change the height of the window to show more or less tracks, and you can easily make it big enough to show all tracks so that vertical scrolling is not necessary. If the window is shorter, however, you can move up and down through the tracks using the vertical scroll gadget in the same way as you use the horizontal scroll gadget to show different portions of the presentation.

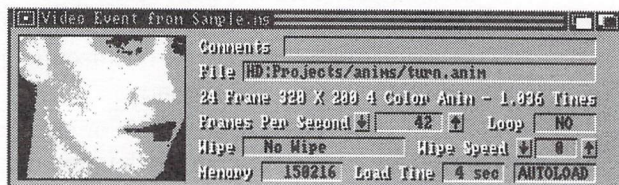
Event Parameters

You have learned how to place events in the time line and move them about, but each type of event has a number of parameters that you can change using that event's parameter window. This chapter will cover each event type separately, and can be used for future reference.

Video Events

A video event can be either a still picture or an animation. You create the event simply by choosing the file of the picture or animation; after that, you can make changes to the animation using the parameter window that appears when you select the event.

A scaled-down version of the picture or first frame of the animation is shown in the box at the left side of the parameter window to remind you of what the video event looks like. To the right of the scaled down picture are several boxes showing various parameters.



Comments

The topmost box is labelled "Comments", and any text that you type into this box (by first clicking inside the box) will be saved

with the presentation and will appear in the parameter window whenever it's open. You can use the comment field to record notes at various places in the presentation. The contents of this box is ignored by *MediaShow*, however, and does not affect the presentation in any way.

File

Underneath the Comments box is the file name box. This displays the entire path name (device, drawer and file name) of the picture or animation file that is used in the event. If you click inside this box, the file requester appears to let you choose a new file name. You can thus change the picture or animation used in a video event without having to delete the event and create a new one.

Description

Beneath the file name box is an indication of the type of screen used by the video event (resolution and number of colors), and the type of video event (still or animation). For animations, the total number of frames in the animation and the number of times the animation can be displayed in the given time is also displayed. The number of times the animation can be shown is determined both by the length of the event, and by the speed at which the animation is shown (frames per second).

Frames per second

Frames per second applies to animations, and indicates how fast the individual pictures, or frames, are shown to produce the movement in the animation. You can increase the number of frames per second by clicking on the up-arrow; holding down the arrow increases the value until you release it. The down arrow decreases the number of frames per second in a similar manner. You can also click on the number itself and edit it, typing in a frames-per-second value directly. You can use one decimal point of precision, for example 8.3 frames per second.

When you create a video event or change the length of a video event by resizing the bar on the time line, the frames-per-second value is automatically adjusted so that the animation always plays once. This lets you synchronize the speed of an animation with the sound track or other events, since you can make an animation start and end at a specific time. If you wish to show the animation at a specific speed, you can adjust the frames-per-second value to that speed directly. As you change the number of frames per second, the number of times the animation can be shown in the allotted time

will change on the description line above.

Loop

The "Loop" box also applies to animations, and can be set to "Yes" or "No" by clicking on the box to change the current state. The default is "No", meaning that the animation will only be shown once, even if there is enough time in the event to show it more than once. In this case, the last frame of the animation will remain on the screen until the end of the event. If "Loop" is set to "Yes", the animation will keep repeating until the end of the event. If there is only enough time to show the animation once (or partially), the "Loop" parameter has no effect.

Wipe

Wipes are special effects that are used when the video event first appears. A wipe might introduce the picture or animation by sliding it in from left to right, or diagonally, or by a number of different effects. If you click on the "Wipe" box, a requester appears showing a list of available effects. Click on one of these and click OK on the requester; the name of the chosen effect will show up in the "Wipe" box. Wipes are often a good way to make a smooth transition from one video event to another. Experiment with the different effects to find the one best suited to the events in your presentation.

Wipe Speed

This is the amount of time taken for the wipe, until the video event can begin. The highest speed is the default value of zero, and higher numbers yield slower wipe speeds. As with the frames per second control, you can change this number by editing it in its box, or by using the up and down arrows on either side.

Memory/Load Time

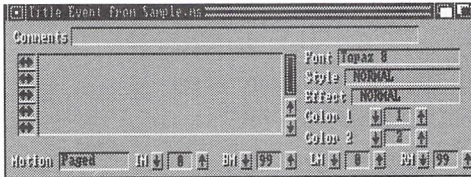
The "Memory" box indicates the amount of memory used by the event when it is loaded. You cannot change this value; it is just an indicator. "Load Time" shows the amount of time that it takes for *MediaShow* to load the event. This is determined when you create the event. *MediaShow* loads as much as it can into memory so that the presentation moves along at the specified pace, but if load times are too long for some events, you may miss part or all of the event. Working from a hard drive, there will usually be no problem, but if a short event does not appear in the presentation, check the load time to see if it takes longer to load the event than you have allowed time for. Making the event longer should fix the

problem.

Title events

Title events are a simple way to put text over top of the pictures and animations in your presentation. You have learned how to do this in the tutorial section of the manual. Unlike other event types,

title events do not rely on external files - you specify the event completely from the parameter window, which opens as soon as you mark out the event on the time line. Here is a more detailed description of the parameter window.



Comments

The comments box works in the same way as with video events, and with all other events for that matter. The comment is ignored by *MediaShow*, but saved in your project file.

Text entry

The left side of the parameter window is dominated by the text entry area. A number of lines of text can be entered into this box, and up to five lines are visible at a time. Titles consisting of more than five lines can be entered as well, by scrolling up and down through the lines using the scroll and arrow gadgets on the right of the text entry box.

Each line in the text entry box is a standard Amiga "string gadget", so you can click on a line to enter text, and edit the text in the usual way with the cursor, backspace and delete keys. On the left side of the text entry box are a set of gadgets, one for each line, that determines whether the line is centered, left-justified (starting at the left side), or right-justified (pushed against the right side) on the screen. The default state of these gadgets is centered; to change to one of the other justification modes, just click on the gadget.

Font

The default font used for the text is "Topaz 8", but you can select any of the standard system fonts for the text by clicking on the font name in the "Font" box to the right of the text entry area. The font requester will appear when you do this, showing the list of available fonts (from the "fonts:" directory). You can scroll through this list in the font requester, selecting a font of the desired type and size, then click *OK* on the requester when your choice has been made.

Style

The standard text styles of italic, bold and underlined can be applied to the text in the title by clicking in the "Style" box. The displayed style (default is "NORMAL") will change every time you click in the box, letting you choose Underlined, Bold, Underlined Bold, Italic, Underlined Italic, or Bold Italic.

Effect

Besides choosing a text style, you can also select one of *MediaShow*'s special text effects. There are two types of outline, shadow and "extrude" effects that can be applied to the text. The "Effect" box works in the same way as the style box, switching to a new effect every time you click in the box. Examples of each of the effects applied to the font "Ruby 15" are shown here. Experiment with the different effects to see which is best suited to your text.

Normal **Outline 1** Shadow 1 Extrude 1
 Outline 2 Shadow 2 Extrude 2

Color 1 and Color 2

The "Color 1" and "Color 2" boxes each contain a number that can be changed by editing it directly, or by increasing or decreasing the value using the up or down arrows. Color 1 is the "pen" color used for the basic text, and Color 2 is the pen used for the special effect, like the shadow or outline. The actual color used for the text will depend on the color palette used in the picture or animation currently being displayed. From this palette, you can choose which pen, or color register, will be used for the text.

Depending on the video event, there may be as few as two or as many as 64 different pen colors available. (The number of colors used in a video event is indicated in that event's parameter window.) If you're not sure of the color palette used in the picture or animation, try the default text colors of 1 and 2. If these are not satisfactory, experiment with different pens until you obtain the desired effect. Remember, if you're not using a special effect (Effect is "NORMAL"), Color 2 will have no effect.

Motion

The "Motion" box is located below the text entry area near the left side of the parameter window. The default state of this box is "Paged" motion, meaning that the text appears as soon as the video event begins, and is shown for the duration of the event. If you click in this box, a requester appears in which a list of other types of motion is displayed. These different motion types let you dis-

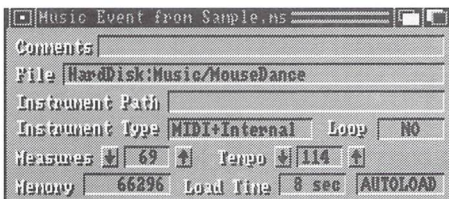
play the text in a variety of ways. For example, the text can slide in from a side or corner; it can come together from different directions, or appear in a number of novel ways. You can use these effects to add interest to your presentation. The best way to understand the different motion types is to try them out. Simply select an effect from the list by clicking on it, then click *OK* on the requester. Like other requesters displaying lists of items, you can use the scroll bar and arrow gadgets on the requester to scroll about through the list.

Margins (TM, BM, LM and RM)

The values in the margin gadgets are specified in pixels, the smallest possible dot on the display. The top margin, "TM", specifies how far down the text begins. For left-justified text lines, "LM" determines the distance from the left side of the display, and for right-justified text, "RM" is the distance from the right side. Centered text will be centered in the space between the left and right margins. If a text line is too long to fit in the space allowed between the left and right margins, the right edge will be cut off at the right margin. If there are too many lines of text to fit between the top and bottom margins, only as many lines as can fit will be displayed (partial "chopped-off" lines will not be shown).

Music Events

Music events let you play a standard Amiga music file in the IFF "SMUS" format. SMUS files describe the notes in a piece of music as well as the timing, and specify which "Instruments" need to be loaded. Instruments are stored in separate files, often stored in a separate directory or in the same directory as the music file. Music events play alongside the other tracks, so you can synchronize your video and title events to the music.



As with video events, the parameter window for a music event will appear after the event is first created (by marking it on the time line then choosing the SMUS file), or whenever the event is selected by clicking on it. If you select a file for a music event that is not in SMUS format, the event will

not be created and the operation will have no effect.

Comments

The comments field works the same way as in the other events.

File

This box specifies the entire pathname of the SMUS music file that you selected when the event was created. You can click in this box and select a new file if you wish, keeping the event in the same position and the same length, but selecting a different piece of music.

Instrument Path

Instrument files are sound effects used by the SMUS file to reproduce the instruments used in the song. *MediaShow* loads these instrument files when the song is played, expecting to find them in the same directory as the SMUS music file itself. Often, instruments are stored in a separate directory so that they are in a central location, easily accessible by many different programs. If the instrument files for the music are not in the same directory as the music file itself, you must specify the location of the instruments by clicking in the "Instrument Path" box. A file requester will appear - you need only choose the appropriate Drawer and click *OK* (don't worry about choosing a file). The selected path is now displayed in the box. *MediaShow* will remember this instrument path from now on (it is saved along with the other parameters for the event), but you can change it again at any time in the same way.

Instrument Type

Instrument types can be either "Internal", or "MIDI+Internal". Internal instruments are played directly by the Amiga's built-in sound hardware, and the sound is sent out the computer's audio outputs, which are usually plugged into the display monitor's speaker or into a stereo system with external speakers. This will be the case with either Instrument Type option, but with the "MIDI+Internal" type, the music information is also sent out the computer's serial port in MIDI format. MIDI is a communication standard for electronic musical instruments (it stands for Musical Instrument Digital Interface), and lets you play a synthesizer or similar instrument directly from a computer rather than using the instrument itself. If you have a MIDI interface and MIDI synthesizer plugged in to your Amiga, you can use the superior sound reproduction capabilities of the synthesizer instead of the Amiga's relatively low-fidelity sound samples. Just remember, the synthesizer does not know about the instrument files on disk - it will use its own built-in or programmed sounds for the music.

Loop

The "Loop" box can indicate either "YES" or "NO", and you can

change the setting by clicking on the box. If Loop is set to "YES", the song will repeat continuously if there is enough time left in the event after it plays once.

Tempo

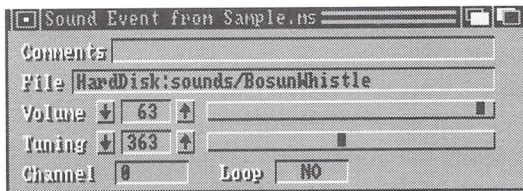
Tempo is the speed at which the music is played, specified in beats (quarter notes) per minute. No matter how you size the music event on the time line, *MediaShow* keeps the tempo the same so that the music plays at its intended speed. When synchronizing the various tracks in your presentations, you may wish to vary the speed of the music slightly to fit the event within a certain time period. Increasing the tempo value speeds the song up, and decreasing it slows it down (the pitch of the instruments is not affected when you change the tempo, only the rate at which the notes are played).

Sound Events

Sound events are single sound effects. A sound effect can be any pre-recorded "digitized" sound sample that you may have created with a sound digitizer and microphone, or obtained from some other source. Sound effects must be stored in the standard IFF "8SVX" format files. As with video and music events, you specify the name of the file when the event is created.

Unlike video or music events, the length of a sound event on the time line is not significant when playing a sound. The start time is

the only important factor when creating a sound event, since the recorded sound will play from that time to the end of the recording, whenever that may be. Adjusting the length of a sound event is only meaningful when using the "LOOP" option



in the sound parameter window, which makes the sound effect repeat over and over again.

In the sound event parameter window, the Comments and File boxes should be familiar by now - these serve the same function as in the video and music event windows, except of course that the file used must be a sound effect file (IFF "8SVX" format). The other parameters are:

Volume

The volume, or loudness, of a sound can be set to any of 64 levels from zero (silence) to 63. The default is 63, the maximum setting.

The volume is indicated numerically in the box, and graphically by the black "knob" in the slider gadget to the right. You can adjust the value numerically by editing the number or using the up and down arrows in the usual way, or you can adjust the slider by dragging the knob to the left or right to lower or raise the volume. You can also click to the left or right of the knob in the slider gadget to lower or raise the volume by two steps at a time.

Using the volume setting, you can make some sound effects stand out more than others in your presentation, and use others as subtle background noises by choosing a lower volume setting.

Tuning

The "tuning" value adjusts the playback rate of the digitally recorded samples in the sound effect. By making this number higher, you increase the amount of time between samples, making the sound play more slowly. Decreasing the number speeds up the play of the sound. For most sounds, this has the effect of raising (when the value is decreased) or lowering (when the value is increased) the pitch of the sound. The default value is the speed at which the sound was originally recorded, so that the pitch is natural.

Channel

There are four audio channels in the Amiga, allowing simultaneous playing of four sounds. This lets you play music and sound effects at the same time, or even two sound effects at once. For this to work, however, the two sounds must use different channels.

In most cases, you can just accept the default sound channel, channel zero. If you wish to start another sound effect before the first is finished, and you don't want the second sound effect to cut off the first, you should use a different channel for the second effect. Likewise, if you find a sound effect cuts off an important instrument in music that is playing at the same time, try switching the sound effect to another channel. To change the sound channel used, just click in the box indicating the current channel.

Another important use of channel selection is stereo separation: channels 0 and 3 use the left-side audio output, and channels 1 and 2 direct the sound out of the right. If you have stereo sound connected to your Amiga, this can add to the effect of sounds in a presentation. An example might be digitally recorded voices of two people, each coming from a different speaker. If these sounds were coupled with a picture or animation of two faces, each on the appropriate side of the screen, the stereo separation would add greatly

to the effect.

Loop

When you set "Loop" to "YES" by clicking in the Loop box, the sound effect will repeat over and over again for the duration of the event.

File Path Names

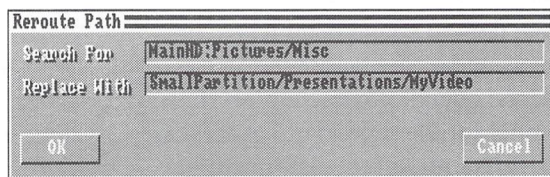
When you specify the data files for video, music and sound events, the entire path name is used to retrieve the file, including the volume name (the hard drive partition or floppy disk name). If you



copy the data files to another volume or directory and wish to run the presentation using the files in the new location, it will be necessary to change the path name in all the affected events. Fortunately, this potentially tedious procedure can be considerably simplified by using the "ReRoute Paths" item in the *Project* menu. After you select this item, the *Reroute Path* requester will appear, which you

fill in with the old and new pathnames of the data files.

For example, suppose you originally created a presentation using pictures from a directory of miscellaneous pictures in the main partition of your hard drive. The full pathname for this directory is "MainHD:Pictures/Misc" ("MainHD" is the volume name, and "Pictures/Misc" are the directory names). After your presentation is



complete, you decide to put all of the related data files - the pictures, animations, music, everything - in a special directory on another partition. This one is called "SmallPartition:Presentations/MyVideo".

Rather than tediously changing the file name for every single event in the presentation, you could just fill in the *Reroute Paths* requester by entering the original pathname and the new pathname as follows:

After you click *OK* on the requester, **MediaShow** will replace all references to the original pathname with the *new* pathname. You can repeat this procedure for other pathnames, or change the pathname again whenever you need to. The new pathnames will be saved with your project.